Virtual Worlds: Considering Standards

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Disclaimer

Vendor citations or descriptions are for *illustrative purposes only*

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Purpose & Scope

- Stimulate high-level discussion on issues in virtual worlds interoperability and standards
- Collect feedback for further consideration

Crux of the Matter

Leveraging lessons learned may encourage evolutionary advancement and increase rate of adoption

"The successful man will profit from his mistakes and try again in a different way."

~Dale Carnegie

"Those who cannot learn from history are doomed to repeat it."
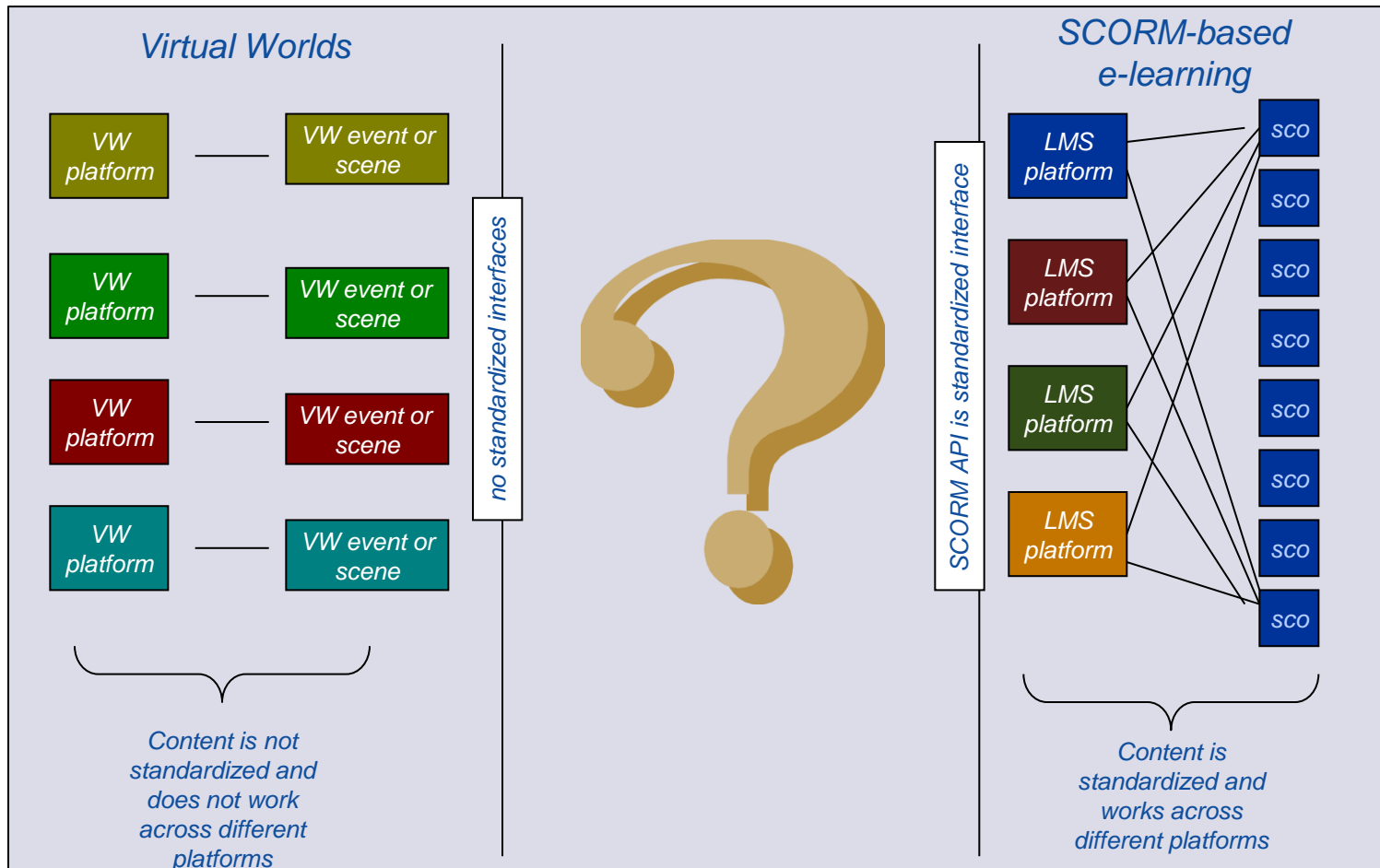
~George Santayana

What We Know for Sure

Problems we face using this modality are somewhat familiar

- A one-size fits all solution does not exist
- Interoperability issues are among reasons cited for delayed adoption
- Organizations may test a variety of solutions and choose one or many
- Existing learning content is fulfilling basic requirements
- Legacy learning, content, and/or talent management systems are too valuable to abandon
- Blended solutions have proven to be effective; VWs can be part of those solutions
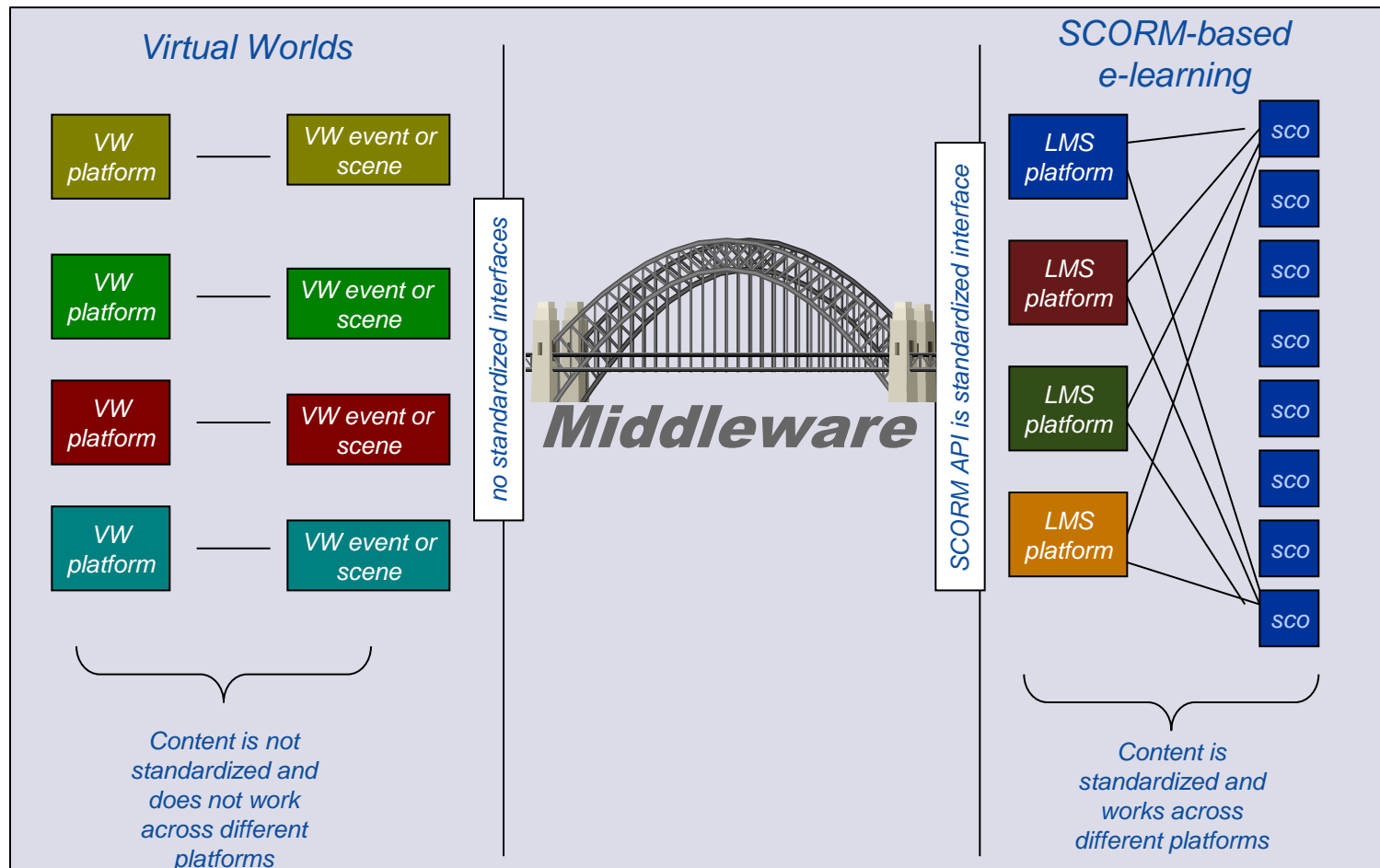
The Current Challenge

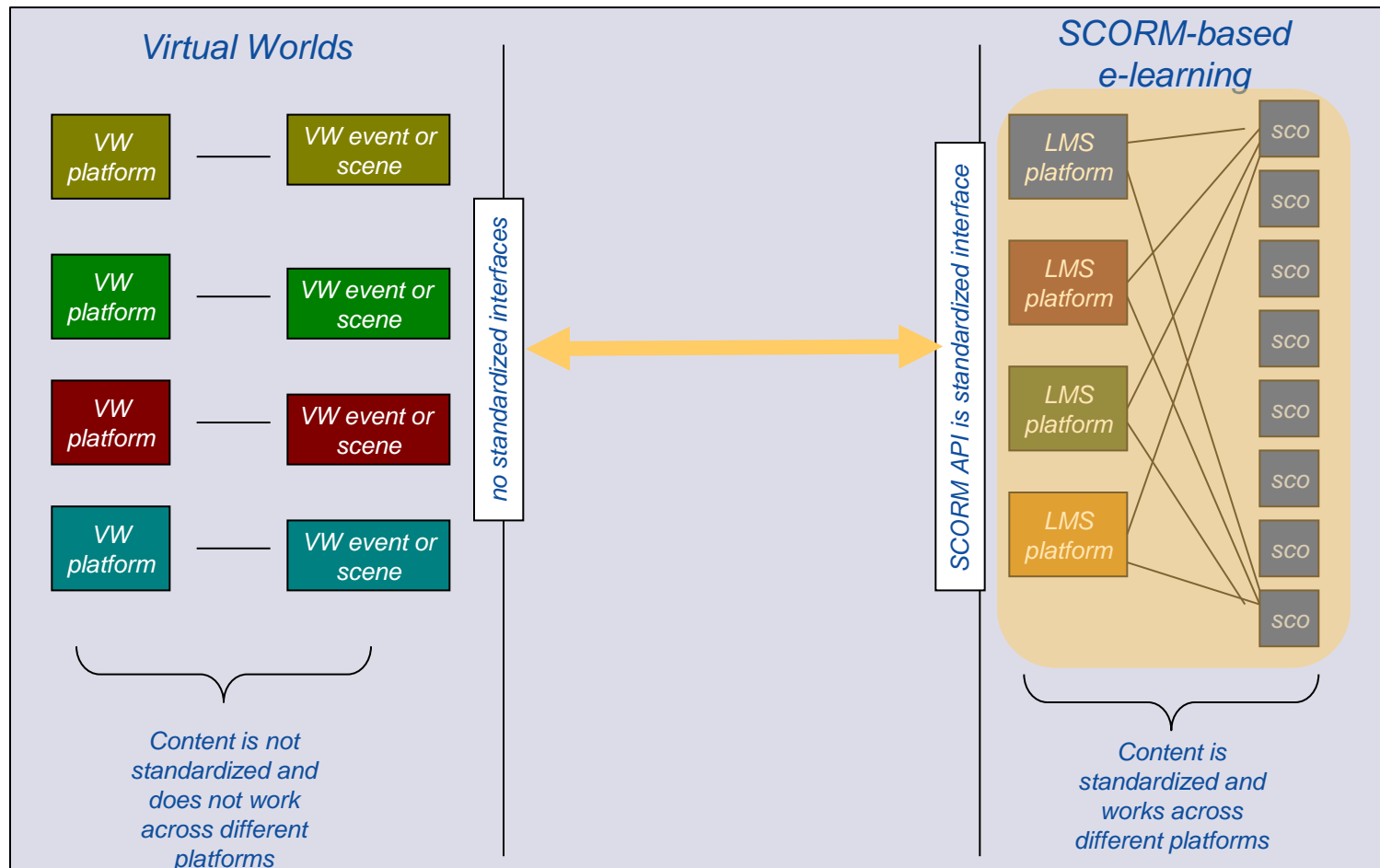## Content is specifically designed for a particular platform

Virtual Worlds

VW platform — VW event or scene

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no standardized interfaces

SCORM API is standardized interface

SCORM-based e-learning

LMS platform

LMS platform

LMS platform

LMS platform

sco sco sco sco sco sco sco sco

Content is not standardized and does not work across different platforms

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Another Idea: Change (Some) Virtual Worlds

Will changing SCORM address the challenge?

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SCO, SCO, SCO, SCO, SCO, SCO, SCO, SCO

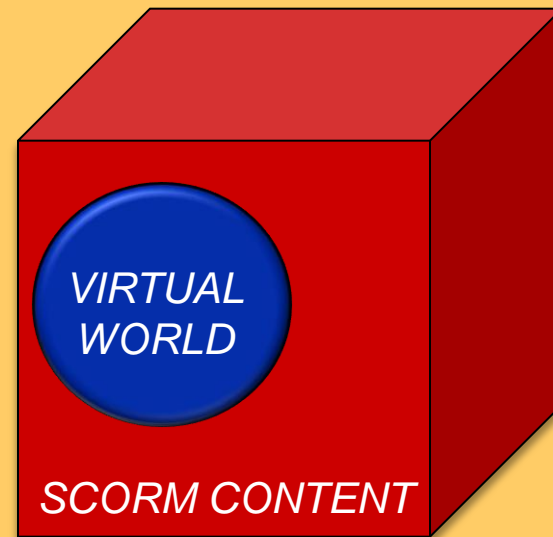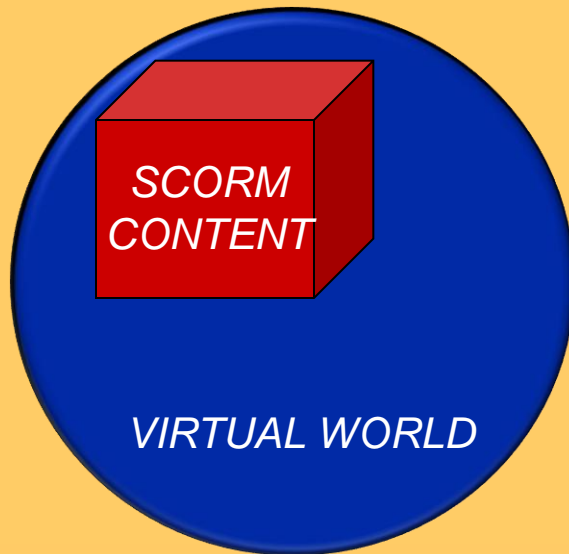*Content is standardized and works across different platforms*

An Idea: Modify SCORM

Will changing some VWs fix the problem?
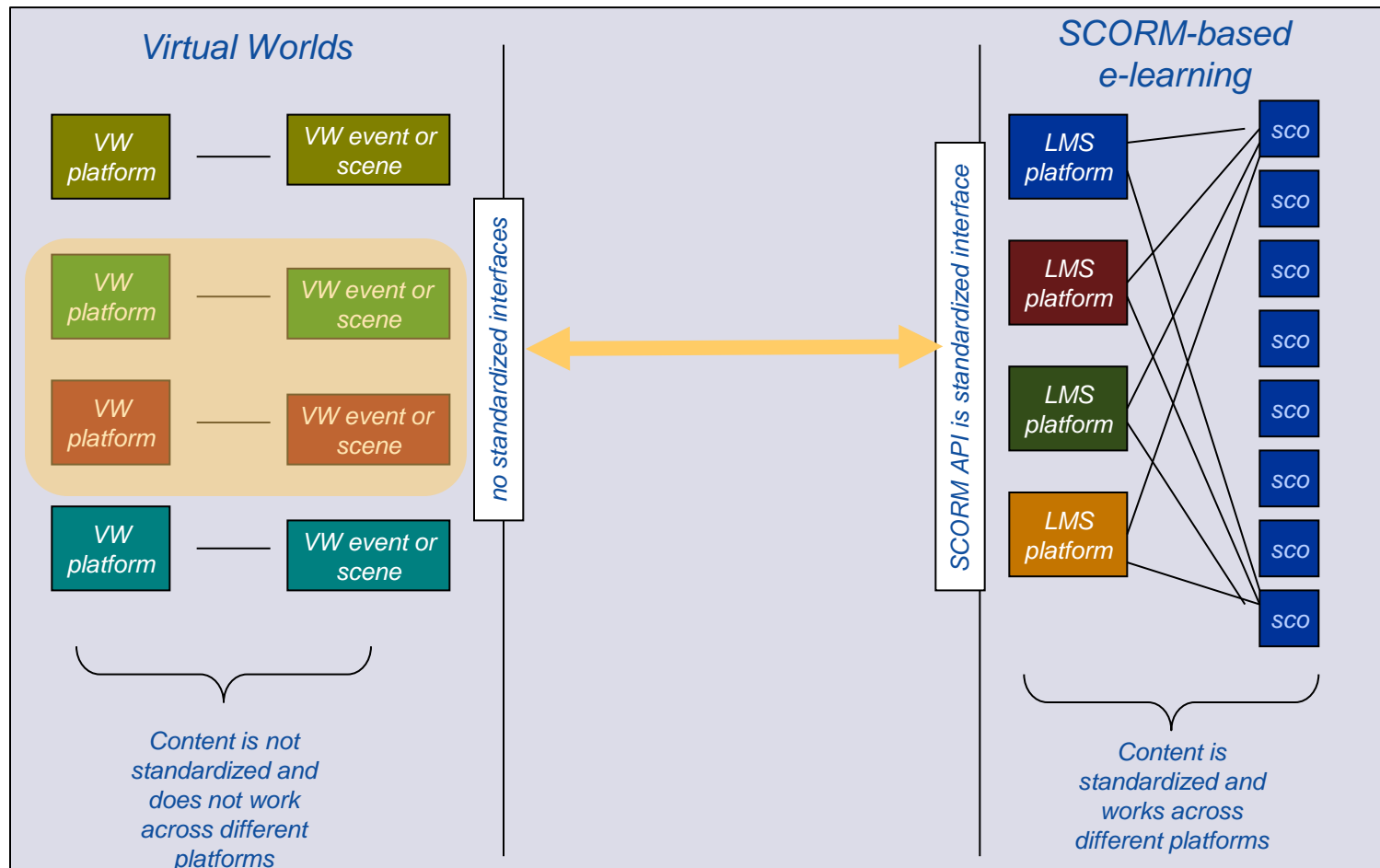
Two Sides of the Problem

Making virtual world learning available to SCORM systems is being examined

Perhaps we should consider an overarching solution that will address all immersive technologies now and in the future

Current and Past "Use Cases"

A few current and past efforts were designed to examine potential solutions

	OLIVE	Protosphere	Nexus /SIMILE	PowerU	Thinking Worlds	Sloodle	eXact VLW	Pivote /Preview
SCORM in VW	X	X	X	X	X			
VW in SCORM			X	X	X	X	X	
Middleware			X	X		X	X	X
Multiplayer	X	X	X	X		X	X	X

Resources

Resources

- ADL Initiative
  - http://www.ADLNet.gov/
- Industry report
  - SRIC-BI
    http://www.sric-bi.com/vwc/
- Variety of workshops, conferences, and discussions

Advanced Distributed Learning

Questions or Comments?

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